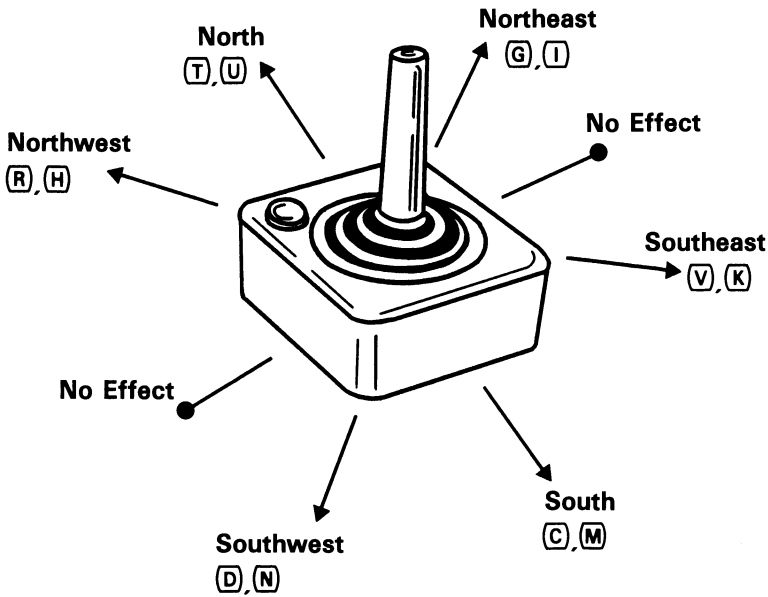


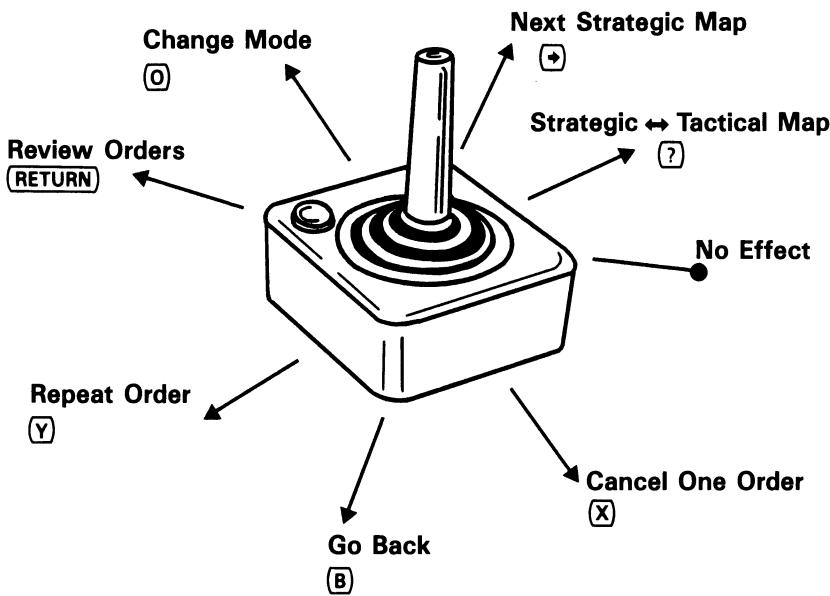
THE JOYSTICK

To pick up or drop unit ((F) or (J)) : press and release fire button.

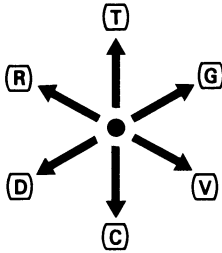
With fire button up:



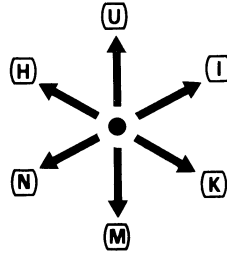
With fire button down:



DIRECTIONAL KEYS



OR



MODES

- [2]** Fortify
- [3]** Rest
- [4]** Wait
- [5]** March
- [6]** Cautious
- [7]** Attack
- [8]** Fire Near
- [9]** Fire Far

- [F]** or **[J]** Pick up or drop unit
- [B]** Drop unit and return to last hex
- [Y]** Repeat order
- [?]** Go to strategic /tactical map
- [+]** or **[+]** Change strategic map
- [S]** Stop Game
- [Q]** End turn or turn replay
- [.]** Complete fire /fortify order
- [O]** Cycle through modes
- [Ø]** Drop unit without picking up next one

REVIEW ORDERS

With unit picked up, **[RETURN]** reviews its orders

With no unit picked up, **[RETURN]** reviews the orders of all units on the screen

[SHIFT] [RETURN] Reviews all orders of all units

[X] Cancels review

CANCEL ORDERS

[X] Cancel last order of unit picked up

[SPACE] Cancel all orders of unit' picked up

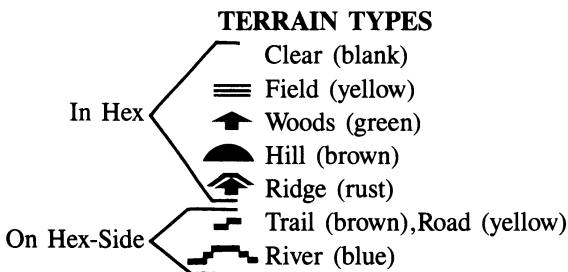
[CTRL] [X] Cancel all orders of all units

FIND UNITS WITHOUT ORDERS

(On both sides' strategic map)

[RETURN] Finds the first unit with no orders

[SHIFT] [RETURN] Reviews all units with no orders



UNIT TYPES

- X** Infantry
- /** Cavalry
- x** Mounted Infantry
- H** Headquarters